

BASIC LESSONS INSTRUCTIONS

Most computer languages, such as Pascal, APL, Forth, et., were designed and written by experts. Recognizing that many future non-users of computers may find these types of languages more difficult to comprehend, it was decided that a simple computer language was needed. Thus, the computer language known as **Basic** was born.

The **BASIC LESSONS** was designed to assist the beginner in the operation of the Commodore 64 in **BASIC**, but at the same time, enough information is provided to satisfy the intermediate programmer. There are 10 lessons--the first five are relatively simple, while the second five are more involved. Included are practical easy-to-understand examples along with some problems to help the student. Each lesson should be studied completely and thoroughly before moving on to the next one. Like learning any new language, the more you practice, the more fluent you become. Remember, "Practice makes perfect."

First you must load the program. To do so, type the following:

LOAD"1",8 then press RETURN

The screen will display a READY message, after which you type RUN. The screen will go blank and the drive will make a "whirring" noise as the program loads. Your first screen will look like this:

TO CHANGE CHARACTER COLOR, TYPE C
TO CHANGE SCREEN COLOR, TYPE S
TO CHANGE BORDER COLOR, TYPE B
TO SET EXTENDED COLOR, TYPE E

TO LOAD LESSON, TYPE L

Press C. The colors of your letters will have changed.

Press C again. The colors are now changed again.

Do this several times until you find a combination which you like. You may do the same thing by pressing:

S to change screen color

B to change border color

The program allows you to change the colors of characters, screens, and borders, so that you can find a combination which is pleasing to you and

make adjustments to your specific color television or color monitor.

Press L to begin program operation.

The screen now presents you with the menu of BASIC LESSONS. Programs which give you a series of choices in the English language are said to be menu-driven programs because you select from a menu in order to tell the computer what to do. To make your selection, you respond by pressing the number in front of the desired lesson or selection.

Special Features

Press RETURN. At the end of each lesson, when the RETURN key is pressed, the computer automatically returns you to the main menu.

Press F1. By pressing the F1 key, at the right hand side of your keyboard, the preceding page of instructions instantly appears on the screen.

Press F7. By pressing the F7 key, the printer prints out what is displayed on the screen, so that you can obtain a printout of every lesson or homework assignment.

The program is formatted with easy to understand examples, a problem and answer section, and with a TIC-TAC-TOE game in the last lesson which you can play against the computer.

Press Q. In lesson 1 through 10 (main menu), pressing the Q key gives you a blank page in order to practice the assignments at the end of the lesson.

Making Mistakes

If you make a mistake in typing, don't panic!

Press INST/DEL key located in the upper right hand corner of the keyboard.

The cursor will move from right to left on the screen erasing a character (alphabetic letter or number) one at a time.

To move the cursor from left to right:

Press SHIFT key and CRSR key (notice the left/right arrows) at the same time.

To move the cursor right, simply press the cursor key without the shift.

To move the cursor up:

Press SHIFT key and CRSR (notice the up/down arrows) key at the same time.

To move the cursor up, simple press the cursor